

SCYBL BASEBALL RULES '22

Any Rules not covered by the SCYBL will be covered first by Dizzy Dean Rules.

Teams playing in a game scheduled by SCYBL are required to play by the following rules. Coaches found not abiding by such rules could face forfeit or game/league suspension depending on the severity of infraction.

Before each game both head coaches will need to meet at Homeplate with the umpire to swap lineup cards, discuss rules, and any pickup players.

Shoes/cleats are required. SPIKE CLEATS ARE NOT ALLOWED.

Catchers must be fully geared according to Dizzy Dean Rules. Catchers are required to wear a helmet with a throat protector, chest guard, and shin guards that cover the knee.

24-hour notice if your team will not be able to play.

Each team is responsible to throw in a game ball.

Pickup Players:

- 6U & 8U: 6 to start the game. No outs taken. Only players from your park.
- 10U & 12U: 8 to start the game. No outs taken. Only players from your park.
- 6U: through 10U you can pick up to 10 Players.
- 12U: you can pick up to 9 players.
- Pickup players must be brought up BEFORE the game and must bat at the end of the lineup and in the outfield.

Coaches for 9/10 and 11/12 you are REQUIRED to keep up with your pitch count. Keep up with it in a log or in your book.

TEE-BALL

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
2. Each team will alternate 5 at bats until the time limit expires. During each team at bat, first 5 at bats regardless of the number of runs scored or outs recorded.
3. This league is purely instructional; No score shall be kept in this league.
4. All players are to hit off the tee. A player can choose to see 2 live pitches then hit off the tee.
5. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - 1st can tag 1st
 - 2nd and SS can tag 2nd
 - 3rd can tag 3rd
 - Pitcher and catcher can tag home

**There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to get the easiest out.
6. 5 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach and field coach.
7. Catcher and pitcher must wear helmets (both must have mask)
8. 4 coaches in the field on defense.
9. There will be a 60-minute time limit on games.

OTHER NOTES

In the 3/4 division, the coaches from each team are responsible for officiating the game and instructing the players as the game moves along on how to correctly play the game. Do not be afraid to stop the game momentarily and encourage players when they do something right and coach them when they need guidance on occasion. Remember, this league is purely instructional and should be used as a tool to further advance the fundamentals of the game for each player.

6U SCYBL BASEBALL

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield).
2. List and Bat All Players Present.
3. 5 run limit per inning; Mercy Rule: The game will end if it is mathematically impossible to catch up.
4. 2 designated tee hitters (will get 3 pitches and then 2 off the tee).
5. 5 pitches per batter, except for the tee hitter.
 *if the 5th pitch is fouled, the batter will continue until a miss or the ball is put into play
6. A hit ball must be thrown to the base to get the out, with a few exceptions:
 1st can tag 1st
 2nd and SS can tag 2nd
 3rd can tag 3rd
 Pitcher and catcher can tag home
 **There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to get the easiest out.
7. 4 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach.
8. Catcher and pitcher must wear helmets. (Both must have mask)
9. 2 coaches in the outfield on defense. Must stay in the outfield grass.
10. There will be a 70-minute time limit on games. You must finish the inning.
11. One (1) executed bunt per inning is allowed.
12. Minimum of 6 to start, no outs taken. Any players arriving late will be placed at the bottom of the lineup regardless of when they show up.
13. Pickup players are allowed and must be from the same park and same age group. Up to 10 players on the batting lineup.

8U SCYBL BASEBALL

1. All kids play the field. (Total of 6 in the infield, 4 in the outfield)
2. List and Bat All Players Present.
3. 5 run limit per inning. Mercy Rule: The game will end if it is mathematically impossible to catch up.
4. 2 designated hitters (will get 5 pitches)
5. 5 pitches per batter or 3 strikes, except for the DH
 - *if the 5th pitch is fouled, the batter will continue until a miss or the ball is put into play.
6. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - 1st can tag 1st
 - 2nd and SS can tag 2nd
 - 3rd can tag 3rd
 - Pitcher and catcher can tag home
 - **There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to run from the outfield and tag a player out at home.
7. 4 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach
8. Catcher must wear chest protector and helmet. Pitcher can wear helmet or mask.
9. 2 coaches can be in the outfield. Must stay in the outfield grass.
10. There will be a 70-minute time limit on games. You must finish the inning unless mathematically impossible to catch up.
11. One (1) executed bunt per inning is allowed.
12. Minimum of 6 to start, no outs taken. Any players arriving late will be placed at the bottom of the lineup regardless of when they show up.
13. Pickup players are allowed and must be from the same park and same age group. Up to 10 players on the batting lineup.

10U SCYBL BASEBALL

1. 10 Players Play the Field. (6 Infielders / 4 Outfielders)
2. List And Bat All Players Present, Free Defensive Substitution.
3. 5 run limit per inning. Mercy Rule: The game will end if it is mathematically impossible to catch up.
 - a) 15 after 3 innings
 - b) 10 after 4 innings
4. 3 coaches per team - 1st and 3rd base coaches and a dugout coach
5. Catcher must wear all catching gear while catching including protective cup, no exceptions.
6. There will be a 75-minute time limit on games. You must finish the inning.
7. Minimum of 8 to start, no outs taken. Any players arriving late will be placed at the bottom of the lineup regardless of when they show up.
8. Pickup players are allowed and must be from the same park and same age group. Up to 10 players on the batting lineup.
9. Mandatory Pitching Rest:

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

Dizzy Dean rules change

5. Common Rule 609 - change wording in this rule from “pitcher toes the rubber in warm-up pitch” to “throws a pitch to a batter”.

6. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

9. Each coach is required to sign off on the pitching scorecard prior to leaving the field of play. *Rule*

Interpretation: Intentional walk will add 4 pitches to the pitch count.

12U SCYBL BASEBALL

1. 9 Players Play the Field. (6 Infielders / 3 Outfielders)
2. List And Bat All Players Present, Free Defensive Substitution
3. Minimum of 8 to start, no outs taken. Any players arriving late will be placed at the bottom of the lineup regardless of when they show up.
4. 5 run limit per inning. Mercy Rule: The game will end if it is mathematically impossible to catch up.
 - a) 15 after 3 innings
 - b) 10 after 4 innings
5. 3 coaches per team - 1st and 3rd base coaches and a dugout coach
6. Catcher must wear all catching gear while catching including a protective cup, no exceptions.
7. There will be a 75-minute time limit on games. You must finish the inning.
8. Pickup players are allowed and must be from the same park and same age group. Up to 9 players on the batting lineup.
9. Each coach is required to keep up with pitch count and sign off on the pitching scorecard prior to leaving the field of play. Mandatory Pitching Rest:

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0	1	2	3	
	Calendar Day	Calendar Day	Calendar Day	Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

Dizzy Dean rules change

5. Common Rule 609 - change wording in this rule from "pitcher toes the rubber in warm-up pitch" to "throws a pitch to a batter".

6. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

9. Each coach is required to sign off on the pitching scorecard prior to leaving the field of play.

Rule Interpretation: Intentional walk will add 4 pitches to the pitch count.